



HYAA?!

HONKWA'

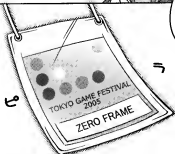


ARE YOU FREE THIS SATURDAYP

WHA- WHAT IS IT?



WHERE ARE WE GOINGP



**STAGE 4:
THE WORLD BEGINS
TO MOVE**





HAVE
YOU GOTTEN
USED TO THE
COMPANY
YET?

HMP



AH, COME TO
THINK OF IT, I
STILL HAVEN'T
INTRODUCED
EVERYONE TO
YOU YET.

JEEZ...
THERE ARE
STILL SOME
PEOPLE
I DON'T
RECOGNISE...

SAKI-SAN EVEN
MADE ME A
SEATING CHART.

YEAH, I
SUPPOSE
SO...



RYUICHI-SAN,
YOU'RE JUST
BEING LAZY,
AREN'T YOU...

WELL, IT'S
BETTER TO LEARN
ON YOUR OWN
THAN TO BE TOLD
EVERYTHING,
RIGHT?

GAME-MAKERS
HAVE ALL SORTS
OF SPECIALTIES.

WELL, NOW'S AS
GOOD A TIME AS
ANY TO EXPLAIN
SOME THINGS.

FIRST IS
TATESHINA
AND
TAKUMI'S GROUP,

THE "GRAPHIC
DESIGNERS".

A GAME'S
ART IS IT'S
CORE.

THEIR WORK
INVOLVES
MAKING ALMOST
EVERYTHING YOU
SEE ON THE
SCREEN.

THEY ALSO
ARRANGE
THE VISUAL
DISPLAY OF
ALL THE
GAME'S
TEXT.

EACH
AND EVERY
LETTER??

YEP.



THEY HAVE
TO DESIGN
ACCORDING
TO HOW THE
PLANNERS
TELL THEM TO.

THE GRAPHIC
DESIGNERS CAN'T
JUST DESIGN THE
CHARACTERS AND
SETTING AS THEY
PLEASE.

THEY'RE
RESPONSIBLE
FOR THE
GAME'S
BLUEPRINTS.



SO RYUUCHI-
SAN IS ALSO
ONE OF THESE
PLANNERS?

I heard
someone say
you planned
this one
dungeon.

NOPE, I
JUST HELP
OUT ONCE A
WHILE. I'M
ACTUALLY THE
DIRECTOR.



THE LEVEL
DESIGNERS
COME UP WITH
THE LAYOUT
AND TRAPS IN
A DUNGEON.



SHL...



PUTTING
TOGETHER
EVERYTHING
EVERYBODY ELSE
WORKED ON.
THAT'S MY JOB.



DON'T WORRY,
YOU'LL FIGURE
IT OUT AS YOU
WORK.

SOMEHOW
I DOUBT I'LL
BE ABLE TO
REMEMBER
THAT MUCH
INFORMATION.
MY HEAD
HURTS...



AH...

YOU DIDN'T
MENTION WHAT
TANIKAWA-SAN
DOES...



The graphics
look... right?
Mr. Program-
mer... Level
the... down?
That...



WOAH,
RYUUCHI-
SAN, YOUR
FACE LOOKS
SCARY!

MARI IS SUPPOSE
TO BE OUR PR
AGENT, BUT SHE'S
ACTUALLY JUST A
PLAYGIRL. IN DIS-
GUISE! SHE EVEN
SAID SHE WANTED
TO TAG ALONG
TODAY...

Noooo...

12/9





TOKYO GAME
FESTIVAL...?



HAVE
A GOOD
LOOK.



AS FOR, IT'S A CONVENTION
FOR GAMES HELD
TWICE A YEAR.



ガッ

Thanks for
coming!

YES!

ガッ

COULD EVERY-
BODY INVOLVED IN
THE PRODUCTION
OF GAMES PLEASE
LINE UP HERE?

ガッ









MONDAY, ZERO FRAME'S OFFICES

GOOD WORK
EVERYONE!

WHAT
THE-P

YOU'RE LATE
HONOKA-CHAN.
HERE, HERE!

AH,
SORRY
ABOUT
THAT.

IS THERE
SOMETHING
HAPPENING
TODAY?

MFUU-
FUU
♡

Just come
over here!





[Rune Chronicle]
Proposal ver. 1.0

I THINK
IT'S TIME FOR
US TO START
MAKING A
GAME!!

I'VE BEEN
WAITING A
LONG TIME
FOR THIS...

... FINALLY...!



►Honoka◄ Lv. 2

A huge tower has suddenly appeared in front of Honoka!



**NATU-
RALLY.**



"WHAT? THESE ARE STILL
IN THEIR EARLY STAGES.
THEY'RE FAR FROM
BEING USABLE YET."

ZERO: HEAD
GRAPHICS CHIEF

HAKOBA TAKUMI

Profile

Age: 29

Height: 174cm

Blood Type: A

Never without his model gun, this graphics chief
is a mental armor maniac.

Always seen with a sour look on his face, he is
actually a middle-aged pervert.